



**In this unit, we will explore how people can communicate with each other online, why we should be more careful about who we trust online than in real life, how and why false information may end up online and keeping as healthy as possible while using technology.**

## Knowledge

- I know that I should be careful not to trust anyone I meet online.
- I know how information about people can be found online.
- I know that not all of the information I read online is true.
- I know that spending too much time using technology is not healthy for me.

## Skills

DL4.6 I can describe ways people who have similar likes and interests can communicate online. I can explain what it means to “know someone” online and why this might be different from knowing someone in real life. I can explain some risks of communicating online with others I don’t know well.

DL4.7 I can explain what is meant by “trusting” someone online. I can explain why this is different from “liking” someone online. I can explain why I should be careful who I trust online and what information I can trust them with. I can explain why I can take back my trust in someone or something if I feel nervous, uncomfortable or worried.

DL4.10 I can describe strategies for safe and fun experiences in a range of online social environments.

DL4.12 I can recognise I need to be careful before I share anything about myself or others online. I know who I should ask if I am not sure if I should put something online.

DL4.13 I can explain ways that some of the information about me online could have been created, copied or shared by others.

DL4.17 I can use key phrases in search engines. I can explain what autocomplete is and how to choose the best suggestion. I can describe how I can search for information within a wide group of technologies (e.g. social media, image sites, video sites).

DL4.18 I can explain that some people I “meet” online (e.g. through social media) may be computer programmes pretending to be real people.

DL4.20 I can analyse information and differentiate between “opinions”, “beliefs” and “facts”. I understand what criteria have to be met before something is a “fact”. I can explain why lots of people sharing the same opinions or beliefs online does not make them true.

DL4.21 I can explain how the internet can be used to sell and buy things. I can describe some of the methods used to encourage people to buy things online (e.g. advertising offers, in-app purchases, pop-ups) and can recognise some of these when they appear online.

DL4.24 I can explain why spending too much time using technology can sometimes have a negative impact on me. I can identify times or situations when I might need to limit the amount of time I use technology. I can suggest strategies to help me limit this time.

DL4.25 I can give some examples of activities where it is easy to spend a lot of time engaged (e.g. games, films, videos) and how they can distract me from other things I might or should be doing.

## Inspiring Individuals

### Anya Kamenetz

Anya Kamenetz is an American writer living in Brooklyn, New York City. She is lead education blogger and the author of several books about education.



Her book, *The Art of Screen Time: How Your Family Can Balance Digital Media and Real Life* was published by PublicAffairs, and imprint of Hachette, in January 2018.<sup>[8]</sup> It argues that families should manage screen time with rules similar to Michael Pollan’s well-known “food rules”: “Enjoy Screens. Not too much. Mostly with others.”

### Rabiu Alhassan

Rabiu Alhassan is the Director and Managing Editor of GhanaFact which seeks to target and correct the spread of false or misleading claims or statements on social network and messaging platforms. Rabiu is an experienced journalist with a history of working in television, radio, print and digital media for a decade and a winner of the prestigious Erasmus Mundus scholarship. He has worked for Ghana’s leading TV and radio stations TV3 and Citi FM.



## Vocabulary

Relationships, communication, reputation, information, health, wellbeing, risk, trust, emojis, acronyms, text-speak, respect, create, copy, share, key phrases, search engine, autocomplete, social media, image sites, video sites, opinions, beliefs, facts, advertising, in-app purchases, pop-ups, distraction